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BRIDGE DON'TS

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BY *Chauncy*
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To
M. C. S.

A Good Nullo Partner



PREFACE

Since the publication of " Bridge Don'ts " and " Auction Bridge Don'ts " so many requests have been received for a similar condensation of the best methods of up-to-date bidding and playing of Auction hands that the publication of this volume has naturally followed. In it will be found a larger range of the most improved systems, including Nullo bids, in, however, a form that enables the reader to acquire at a glance the salient points.



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GENERAL BRIEF SYNOPSIS

The general rules of Bridge govern.

The dealer has first declaration. He declares the number he guarantees to win in odd tricks, that is tricks over his book of six, naming his trump or no trump. In nullos he declares the number of odd tricks he will force his opponents to take. The other three hands, passing to the left, are privileged to over bid.

* The bids count according to their value:

* For honor counts see table at end of book.

No Trumps.....	10
Nullos	10
Royal Spades or Lilies	9
Hearts	8
Diamonds	7
Clubs	6
Spades	2

A bid of a lower suit totaling in value the same as the higher suit has the preference; that is, 4 spades will beat 1 heart; 4 clubs will beat 3 hearts. A bid of nullos is beaten by an equal value call in any other suit or no trumps.

If the player other than the dealer does not care to make a higher declaration he passes. A player may over bid his opponent's declaration and may also over bid his partner's declaration, but he cannot over bid his

own declaration which has been passed by the three other players.

When the last declaration has been passed by the three other players the player who has first made such declaration shall play the combined hands of himself and partner, the latter becoming dummy.

When the declarer wins at least as many odd tricks as he promises, or in nullos when he has forced his adversaries to take as many odd tricks as his bid called for, he scores the full value of these tricks and for any in excess. When he fails, his adversaries score in the honor column 50 points for each trick short of the declared number; if the declaration has been doubled or redoubled 100

or 200 respectively for each trick.

In case of failure to take the required number of tricks, or in nullos to force the adversaries to take the required number, neither the declarer nor his opponents score anything below the line. The loss on the declaration of 1 spade, however, is limited to 100 points whether doubled or not, but if redoubled there is no limit.

If a player declares out of turn either adversary may demand a new deal or allow the declaration to stand. If a player declares an insufficient number of tricks to over bid he is considered to have declared the requisite number of tricks provided either adversary calls attention to the insufficiency.

Any declaration may be doubled once but no more; nor can a player double his partner's declaration nor redouble his partner's double. He may, however, redouble a declaration of his partner which has been doubled by an adversary.

Doubling or redoubling reopens the bidding.

When a declaration has been doubled, if the declarer makes good he scores a bonus of 50 points for taking the number of tricks declared, or in nullos for forcing his adversary to take the tricks, and 50 points for each additional trick he may win. If redoubled the bonus is doubled.

When a declarer revokes his adversaries take 150 in the honor column in addition to any penalty the

declarer may have incurred for failure to make good his declaration.

If either of the adversaries revoke the declarer has his choice of adding 150 points to his honor score or taking three tricks from his opponents, or in nullos of adding three of his tricks to those of his opponents. Such tricks may assist him to make good his declaration, but not to score any bonus in the honor column if the declaration has been doubled or redoubled.

When more than one revoke is made during the play of a hand the penalty for each revoke after the first is 100 in the honor score. A revoking side cannot score except for honors or chicane.

PRELIMINARY CAUTIONS

A good auction player will always bear in mind the fact that there are certain things which detract from the pleasure of the players. Among these are delaying on declaration, adding explanations and finding fault with the cards. It may not be possible for everyone to play good auction, but it is possible for anyone to play auction in good form.

While the hand is being dealt, note the score and remember that your bid is dependent upon this score as to whether you desire to win the game, save the game, or defeat the contract of the opponents.

A few other preliminary cautions are worth consideration, namely that more games are lost by bad makes than by poor play, and only one hand in twenty-five can take the odd unassisted, and it does not pay to take big chances when a game in, and one of the most common mistakes of auction is to take an undue risk when cards have been running against you simply because your hand looks better than those you have been holding.

Good form demands that you should observe the following etiquette of the game:

Cut toward the dealer, but do not complete the cut.

Don't ask the score after the hands are dealt.

Keep the score sheet where all can see it.

It is the duty of the dealer's partner to collect the cards from the preceding deal and shuffle them first.

Each player has the right to shuffle consecutively and the dealer has the right to shuffle last.

When you have shuffled, place the cards, face-down, at the left of the player whose deal comes next.

Make up your book correctly—that is, when playing against the declarer, close the book when it is necessary for him to take all the remaining tricks.

If you have any special or unusual methods of declaration or conventions with your partner, state them openly before the game begins.

Place dummy's trumps on the right and alternate the red and black suits.

Don't demand the placing of the cards in order to call your partner's attention to any card or play.

Avoid all mannerisms like snapping the cards down.

Never play a card with such emphasis as to draw attention to it.

Don't take one card from your hand and then play another.

Don't incur a penalty intentionally or make a second revoke to conceal the first.

Avoid discussions.

Don't, as dummy, leave your seat to watch your partner play.

Don't look at any of your cards until the deal is completed.

NULLOS

The latest development in Auction Bridge is an extra bid called "Nullos." Nullo is the reverse of No Trumps—that is, there is no trump suit, and the object is to take as few tricks as possible instead of as many as possible. A player who bids one Nullo contends that his adversaries will have to take the odd trick. If he bids two Nullos, he states that he will make them take two odd tricks, and so on. At first, like every innovation, notably the introduction of Royals, and the change in count, Nullos were objected to very strongly. It has come to be an admitted fact,

however, that the addition of the Nullo bid renders the skill and memory of the expert more effective and leaves somewhat less to chance. Everyone knows, as the saying is, that "the cards cannot be beaten;" that is, a run of luck may go so strongly one way as to result in the victory of poor players, time after time. The introduction of Nullos does not prevent this, but it certainly does increase the skill of the game and offers a premium to the best player. One other excellent thing about the bid of Nullos is that its introduction prevents the chronic complainer, with whom all auction players are familiar, from making such constant statements about "nothing in his hand." It tends to take away his last

prop, for although a poor hand may not by any means be a Nullo hand, low hands have an opportunity of bidding. One other point before taking up the science of bidding in Nullos, and that is that it is not advisable for people who have busy, strenuous days to look forward to two or three rubbers of auction in the evening as a rest and relaxation. if Nullos are played, unless they are naturally expert card players. The average ordinary auction player, who has a night or two a week, unless he is naturally a good card player, will find that the tax mentally in remembering the cards and placing the leads in Nullos is considerably greater than in the old auction.

The science of bidding in Nullos

has not been nearly as much developed as in the other bids. This is only natural on account of the newness of its introduction. A bidder should bear in mind in Nullos that the cards of value are the 2's, 3's and 4's—that is, the cards below the 6's—and the dangerous cards are the ones from the 7 up. A hand may not be a bad Nullo hand even though it holds 4 Aces, if it has 2's and 3's, for in Nullos it is often advisable to take the lead; but it is equally, if not more advisable, to be able to play under.

The hands with Jack, 10, 9 and 8 in a suit, or cards of that character, are the bad hands to hold at Auction when Nullos are being bid, because they are not good enough to be ef-

fective in suit or no trump, and they are terribly dangerous in a Nullo bid.

In looking over a hand at Nullos, the first consideration is what they are to count, for they have been played at 6, 8 and 10, and no final authority has yet been given to any one of these counts. In all cases, however, while they count the same number, as, for instance, clubs, hearts and no trumps, they do not over bid these calls, but these calls over bid them. It is easily seen and readily appreciated that when Nullos count 10 a trick they are much more formidable than at the lower counts because it takes only 3 to go game. At 6 a trick they do not receive anything like the same consideration. The

generally accepted count at this writing is 10 and we assume this will be finally adopted, although 8 is also used and aces counted for hand not holding them.

Probably the best principle of bidding or inviting a Nullo bid is worked out from the system of bids in ordinary Auction showing length and weakness. If a player, for instance, holds a suit which is long and weak enough to be a good part of a Nullo, he bids 2 tricks in it. This has also been expanded, and well expanded, among expert players to a bid of 3 tricks when the player has 2 long and weak suits instead of 1. His bid of 3 is then made on the weaker suit. Thus, when one hears the partner open with 3 diamonds,

he knows that he has 2 long, weak suits in the hand, one of which is diamonds and the other is a suit higher than diamonds. This is a pretty good indication of how the bid should go, and if the third hand has an impossible hand at Nullos, he will take advantage of the knowledge of what the dealer's bid has told him relating to his hand and bid accordingly.

As already stated, Nullos, as an addition to Auction, are in their infancy as yet, and while systems may be developing, it is the part of wisdom for those who are beginning to play to go slowly and study hard on each hand that is played, either by themselves or by their opponents on this bid. It is, however, possible to

give certain suggestions which may aid the beginners in this line.

The first is as to an original bid of a Nullo by the dealer. When he looks over his hand and finds that it is a hand that would necessitate a spade bid in the game when Nullos were not enforced, he should not immediately conclude from that that this is his opportunity to bid a Nullo. In fact an original bid by dealer of a Nullo should be undertaken with extreme caution. Many a hand can be laid down which is distinctly a spade bid, but which would, by no means, be a valuable hand at Nullos. The prime thing to remember at the start, and always, is that Nullos is a game of deuces and treys. A long suit, however, provided that it has two or

three small cards in it, is far from being a disadvantage at Nullos. A 4-card suit of, we will say, Queen, Jack, 10, 9, is a bad handicap under Nullos, and, if it happens to become an exposed hand, is a very serious feature; whereas an Ace, 4, 3, 2 suit is a very comfortable thing for the Nullo player to see. It should be borne in mind that the third hand has the most advantageous position for a Nullo bid, especially if his partner has started with a spade. Another position that often invites a Nullo is where the partner is long in the suit bid, but has the small cards of it, for the combined length of the suit means shortage in other suits where discards can be made and the lead ducked with the low cards.

Another point to be borne in mind is the play of what are called "interior cards"—that is, holding a Queen, 9, 2, the 9 is an interior card. Many references will be found in the further development of Nullos to the play or lead of what are called interior cards. The play or lead of the 9 will enable the one holding the Queen and 2 spot to probably take or lose the next lead of that suit at will.

Altogether, with the suggestion made earlier in this chapter relative to two and three trick bids, the amount of information given by one partner to another is dependent, at any rate at this stage in the play, more upon inference and intuition than upon the conveying of definite information, such as has already

been worked out in the suit and No Trump bids.

Perhaps the easiest way for a player, who is inexperienced at Nullos, to straighten out his ideas upon it, is to fix firmly in his mind the fact that to bid Nullos does not necessarily mean that the top cards are not in the hand but to reverse his ideas so that when he is looking through his hand as to the possibility of a Nullo, he regards the "good" cards as the 2 spots, 3's, 4's and 5's and that he regards the poor cards the honors, and that he regards as intermediate, but somewhat dangerous, the cards from the 6 to the 10 spot. Now the best Nullo hand is one in which the suits are guarded by the above mentioned low cards; that is, all the suits, or at

least all but one suit. Singletons are great help to Nullos and, of course, none of a suit is still greater help because it offers a possibility of discarding the high cards of other suits. The worst possible combination in a hand for a Nullo bid is anything like a solid section of a suit even though it may be only the Jack, 10, 9, 8, which has not two or three low cards with them. This is particularly true when the hand goes down as a dummy, for it continually invites the lead of the opponents to certain tricks for the holder. Probably the hardest proposition that concerns the player of Nullos is to have the partner bid a Nullo and have in the hand two or three suits of this nature, because it gives no opportunity of tak-

ing a partner out and yet is a terrible handicap when the hand goes down. One caution, however, should be offered to the partner of the Nullo bidder, and that is, "Don't take too reckless a chance in taking a partner out of a Nullo." Remember it may even increase the loss. There is always a hope that the opponents may take him out, and even if left in, unless the probable dummy has a chance to make an odd trick and something else, it is better to let the bid stand rather than carry up to 2, doubling the penalty and even quadrupling it in case the bid is doubled. The early tendencies of those who take up Nullos are distinctly towards over-bidding the hands, and this should be constantly fought against.

STANDARD DECLARATIONS

DEALER'S DECLARATIONS

First Considerations

Keep the advantage which always rests with the dealer if the hand contains any make other than a spade.

This advantage passes to second hand if you make a spade.

No trump is the most advantageous bid because:

Anyone else who wishes to bid after that must bid two tricks.

It takes but three tricks to win game.

It shuts out one no trump or one nullo by opponents.

The advantage is with the hand that plays dummy.

It forces opponents to bid of two tricks even to show their suit.

It is rarely doubled.

If it fails the loss is no greater than on any other one call make.

The best bid after no trumps is to suggest no trump.

The next best is long suit or nullo sufficient to declare with strength enough to win game on the ordinary assistance from partner.

After that a suit worth showing to help partner as far as possible to no trump or a bid inviting nullos.

Always ask yourself "Is the hand strong enough in one or more suits to justify a bid indicative of no trump assistance?" Then, "Is it a good aid to a nullo?"

No Trump

Declare one no trump if you have:

A hand slightly better than average;

A solid 5-card club or diamond suit and an outside ace;

Three king suits or three suits stopped and one outside ace;

Four suits stopped.

(The suit is stopped so far as the declarer is concerned if he holds the ace, the king and 2 others, the queen and 3 others, the queen, knave and 1 other, the knave and 4 others, or the knave, 10 and 2.)

Declare Two No Trumps

When absolutely essential to shut out other bids.

(Bear in mind, however, that it is likely to effectually prevent your partner from taking you out or giving you any information.)

Also remember that it takes only one more to go game in royals or in hearts than in no trumps.

Nulló

Declare one nulló on a hand that cannot well assist partner even though it has a few high cards in it, provided it has also a sprinkling of two and three spots.

Declare two of a suit if long and weak in it and hand would be good aid to a nulló. Holding two such suits with the low cards of them declare three of the weaker suit. It is doubtful policy to do this on the high suits. Best on clubs.

Suit Bids

Bid:

1st. Royal or hearts if willing to play them.

2nd. Clubs or diamonds to indicate strength and no trump assistance.

3rd. Suit to indicate partner's lead against no trumps.

Don't bid a suit other than spades without length.

Avoid royals unless hand holds five tricks (or looks unusually good with four tricks), as it rather discourages partner's no trump. The same is true of hearts. In fact, hearts and royals are to be regarded practically alike in this chapter.

Don't bid royals with less than four sure tricks, but declare them

with length alone if you have high card strength outside or long side suit.

Bid two royals to indicate the hand is useless unless played at royals.

A diamond bid must have length as well as strength. (Hand should be worth at least five tricks. It is an invitation to no trumps.)

Bid a club only with strength and as assistance to no trumps.

A bid of one spade is always proper on a weak hand unless it has deuces and treys enough to warrant a nullo.

You may declare suit if five in the suit and the hand contains two high card tricks, one of them in the suit named.

Declare with four in suit, three

good honors and another ace or king and queen.

Bid three in a suit only as a shut-out measure, except as a nullo convention. (See chapter on nullos.)

If using the high spade bids they mean the following to partner:

One spade is equivalent to pass and also suggests not in itself particularly fitted to a nullo, else would declare nullo.

Two spade bids invite royal or no trump and says hand has strength (3 sure tricks, 1 of them in spades) for royals, but not the length.

Three spades says length and weakness in the heart suit. Usually some outside support.

Four spades says length and weak-

ness in the spade suit. Usually some outside support.

Five spades says willing to play the hand at either royals or hearts, but not at no trumps.

Six spades says willing to play at hearts or no trumps, but not at royals.

Seven spades says willing to play at royals or no trumps, but not at hearts.

SECOND HAND DECLARATIONS

Forced Bids

Bid seldom unless there is some probability of carrying out the contract, and remember the bid no longer indicates the top cards, as would an original declaration.

Show your suit after a two-spade bid if it is necessary that your partner should lead it to you. Now is the

time to bid it, as third hand is probably going to no 'trumps.

Speak up, if justified, after a three-spade bid. Knowing that third hand will probably declare royal, you must do it on the first round or thereafter you will have to bid two.

Never bid (except to the score) a no trump against a declared suit unless that suit is safely stopped and there are six sure tricks in your hand.

Bid if possible against a no trump declaration when the adverse score is 20 or more, and there is danger in allowing adversaries to play the hand. The worst danger of second hand bids when forced is that the partner may carry the bid up; hence usually pass.

Double only when prepared to double any two-trick bid.

Bid two no trumps when the opponents are 20 or more on the rubber game, or when both sides are 10 on the rubber game, if you have a hand that gives you fair justification.

Over-call no trumps only when you:

Have a fair chance to defeat an increased call, or,

Are reasonably sure to fulfill the contract, or,

Are willing to sacrifice a limited number of points to save the game.

It gives third hand a good chance to set you and also your bid may let opponents shift to a game make in some suit.

Indicate spade strength at every opportunity, and usually indicate club or diamond strength on the first round rather than wait, as the bid will be too high for you if it comes around again.

If the dealer has made a bid which is fairly sure to invite the third hand to make no trump, be sure to show your strong suit if *essential* to have it led to you.

When Bid Is Not Forced

If dealer has said one spade, the second hand has a fair assumption that he will get another chance at the make if he passes, while if the dealer declares anything else, the second hand will probably have to show his strength the first time around or lose his chance.

As second hand bid only:

If you have a chance for the game;

If you need to show partner what to lead to a no trump by third hand;

If you have an original fair no trump.

Do not bid when weak in any suit.

Double a spade bid with short high honors and one outside trick, or with the ace of spades and two outside tricks.

A double shows you have not four spades, but have the above.

Bid two spades if you have four spades and the same above honors and outside tricks, but not three suits stopped.

If you have the above and three suits stopped, bid no trump.

If you have the above cards and

more than four spades, bid a royal.

With five or more without the ace and usually without the king, but with side strength, bid three spades.

THIRD HAND DECLARATIONS

**See Chapter on Nullos for Invitation
Bids**

If dealer has bid one club or one diamond, over bid it in order to go game. If there is a chance to go game, in the suit already called, best bid it up, going to two or even three.

Don't change a heart or a royal unless really necessary.

If the dealer has bid two royals, he says in loud tones, "Let this alone."

If dealer has bid no trumps, over

bid it only if game is better assured with your suit call.

Over bid no trumps by dealer if you have a long weak suit and absolutely no strength. Here the call is two, but with strength the call is three, and then the dealer himself may decide whether to go back to his no trump or not.

Over bid dealer's no trump with two no trumps if your hand is strong enough to carry him up to two no trumps in case his one is over-called.

When the second hand has over bid no trump by dealer don't carry him up unless you have the suit stopped and one outside trick.

If the dealer's call of no trump has been over-called by second hand and you have not the suit bid by

second hand stopped, but have a solid club suit, bid three clubs.

When the dealer has declared one spade and second hand has made such a declaration that the third knows the fourth is likely to go no trumps, declare suit for partner to lead if essential to stop game.

If dealer has declared one club, indicate strong heart or spade suit. Go one trump on any well protected hand.

Bid one no trump to dealer's call of one diamond if strong in clubs and in either spades or hearts. If weak in diamonds and strong in clubs, over bid with two clubs.

If dealer declares royal or hearts, don't take him out without special reason.

There is a difference between the second hand and the third hand on a spade declaration that has been passed. The second hand knows the dealer is weak and hence his partner has a little better chance to be strong.

The third hand knows just the opposite of this. Hence the third hand, to bid no trumps under this condition, must have a stronger hand than usual. It is better usually to select a suit.

Bid this suit if there is a chance to go game or essential to tell partner what to lead against no trumps by fourth hand.

After a declaration by dealer and the second hand having passed, don't take partner out of a heart or royal except to show great weakness in the

suit named and great length and honors in the suit substituted.

When two spades have been declared by partner, and your hand is without a trick, bid one royal. If the hand has considerable spade strength it is well to bid two royals.

When three spades have been declared by your partner, if your hand be without a trick, bid one nullo. If the hand has some strength in other suits, one royal.

With great weakness in spades and great strength in some other suit, over bid the three spades with that suit. Otherwise not.

FOURTH HAND DECLARATIONS

Do not bid:

1st. If the dealer has made a dec-

laration, and opponents cannot go game, unless you can go game yourself.

2nd. On dealer's declaration of one spade that has come around to you, unless you have a fair chance of going game.

3rd. If second hand has declared clubs or diamonds, and your hand is so weak that no other declaration is reasonable.

If your partner makes a two-spade or a three-spade declaration, do not let it stand. Failing any make of your own, call royals or nullos.

Avoid bidding to declaration by third hand, others having passed, unless you are pretty sure you can go game.

When both the dealer and the

third hand make declarations, take care; you are bidding with considerable risk.

ADVANTAGEOUS SCORE POINTS

At 0 requires only 3 in no trumps
or nullos.

At 4 requires only 3 in royals.

At 6 requires only 3 in hearts.

At 9 requires only 3 in diamonds.

At 10 requires only 2 in no trumps
or nullos.

At 12 requires only 2 in royals.

At 14 requires only 2 in hearts.

At 16 requires only 2 in diamonds.

At 18 requires only 2 in clubs.

At 20 requires only 1 in no trumps
or nullos.

At 21 requires only 1 in royals.

At 22 requires only 1 in hearts.

At 23 requires only 1 in diamonds.

At 24 requires only 1 in clubs.

At 28 requires only 1 in no trumps
as well as anything else.

DOUBLING

A double in Auction is unlike a double in Bridge. In Auction it merely means a denial of the declarer's ability to fulfill his contract.

Don't double a one trick declaration (unless it is spades) except for information to partner.

Avoid a risky double that will help opponents to go game—but take a chance when it is a free double; that is, would go game anyway without the double.

Never double a high bid—three or more—without aces and kings. In nullos not without some low cards—twos or threes.

Don't double if likely to let your opponents escape into a safer bid.

Remember that a double locates the strong hand for your opponents.

Doubling is always dependent upon the score. Don't double just to show your *sand*.

Avoid doubling on right of maker unless very strong.

Don't redouble unless odd in your hand.

Never double on intuition.

On partner's double in no trump lead your highest spade, i. e., failing any other information, unless you have a very strong suit of your own.

Make regular Bridge leads on low bids without other information.

On higher bids take your tricks at once—lead your aces and kings.

Against no trump—failing other information—do not lead your red suits—start the black.

Lead your own suit to partner's declaration, if it is good enough to open with an honor—if not open partner's suit with command or highest of two honors in sequence or highest of three or less; lowest of four or more.

LEADS

Without special information rate your leads as follows:

1—Ace King alone or with others.

2—King Queen alone or with others.

3—Singleton.

4—Queen Knave alone or with others.

5—Ace with three or more small, but not with Queen or Jack.

6—Knave Ten alone or with others.

7—Doubleton except King and one low or Ace Queen.

8—And (except No. 1) always lead the highest. With Ace King and others lead King;

with Ace King alone, the Ace. Also lead Ace from Ace King and four others in no trumps.

Avoid leading short suits with single high card.

Never lead away from Ace in declared trump unless nothing better and not more than two others. In latter case, if you have to lead suit holding four or more of it, always lead Ace.

Avoid leading suit with three or more and no honors.

In opening lead against no trump, don't lead Ace of an Ace Queen Jack long suit unless you have re-entry. Send the Queen.

Never clear your opponent's suit for him.

Lead your own suit, rather than through dummy, unless dummy holds a suit with

King and others.

Queen and others.

Ace Queen alone or with others.

King Jack alone or with others.

Ace Jack alone or with others.

Lead trumps to stop an indicated ruff.

Send Jack from your Ace Jack or King Jack suit through a dummy Queen.

Avoid leading a suit for partner to trump knowing he will be overtrumped.

Remember your partner's lead.

Don't return suit partner has led through dummy's weakness if you wish him to do it again.

Avoid leading suit where your highest is over dummy's highest.

Lead through strength or up to weakness.

You need not return partner's lead in declared trump if there is a good chance to lead up to dummy's weakness.

Return your highest to partner's suit in no trump if you hold less than four.

Never stop leading your suit because opponents hold the high card, provided you have re-entry.

PLAY AND FINESSE

Decide quickly, play promptly, don't delay the game.

Avoid deceiving your partner or enlightening your opponents.

Unblock for your partner.

Never keep a high card of your partner's suit in your hand in no trumps after the first round, unless it is guarded by three.

Never finesse your partner's lead except holding Ace and Jack while King or Queen lies guarded in dummy.

Never finesse in no trumps when no score and you find you are sure only of five or sure only of seven or

sure only of nine. Take that fifth, seventh, or ninth trick first before you try your finesse.

Never finesse in no trump any suit holding Ace King if your two hands show nine or more.

Avoid a finesse that may lose to the established hand.

Reserve your Ace in opponent's suit in no trumps when holding no other possible trick in that suit until his partner can no longer return it.

In no trumps third hand plays second best when making no attempt to take trick.

Watch opponent's discard.

Keep count of trumps.

Remember a touched card in dummy is regarded as played.

Insist upon paying every penalty you incur.

Don't talk and don't explain. It is unnecessary.

OTHER METHODS OF DECLARATION

NOTE

The standard declarations already described should be followed except on understanding both with partner and opponents. The ones described in the following pages, especially in "one trick bid," are, however, well worth knowing, and if tested out will prove effective. In fact, the standard declarations already show the influence of this method.

Transfer Bids

The following poem proved the first reaching out for something that should enable a hand not to abandon

its make without a certain string tied to it and at the same time give the partner an opportunity to judge or to give information back that should be essentially valuable:

AN AUCTION MAID'S PROMISE.

(The Declarer)

“ Make me,” she said, “ A two Spade bid,
If your Heart be sound and rare!
Tell me the same with Diamond make
‘ Without ’ or a ‘ Lily ’ fair!

“ Lacking all these, whisper to me
The suit where you have *one sure*—
I’ll take command and name the bid,
Or follow the enemy’s lure.

“ If not a trick is in your hand,
Skulk close ’neath a single Spade;
And save me from ridiculous risk,
And traps by opponents laid.”

(Third Hand)

“ And in return for these wise hints,
When I hear two Spades will tell
The suit with Ace, or King and Queen—
On a ‘ Bust ’ three Spades as well !

“ When luck’s against your two Spade bid
From having no trick that’s pat,
But a six card set of suit that’s red,
I’ll reply with *two* in that.

“ Now if you’ll do just that for me,
I will promise this to you,
We’ll partners be for now and aye,
And bid in Life’s Auction, too ! ”

The development along this line has recently been rapid. Whether it is wise or not is another question, but that a season of play may develop. The theory of these transfer bids is purely one of convention, as they are arbitrary, and unless the opponents

know them they are, of course, misleading and unfair, but the opponents should be told before the rubber commences in case they are not in the way of playing in circles where these transfer bids are used.

The Spade suit is the one made use of for this vehicle on account, naturally, of its low value. The whole system, as it is now worked out, is described in the accompanying table.

1 Spade —Not 2 sure tricks in hand.

Little use to a No
Trumper.

2 Spades—3 sure tricks, one at least
in the Spade suit.

Enough to support a
Royal or No Trump.
Not long enough for
original Royal.

- 3 Spades—Length and weakness in the Heart suit.
- 4 Spades—Length and weakness in the Spade suit.
- 5 Spades—Willing to play at either Royals or Hearts, but not No Trumps.
- 6 Spades—Willing to play at Hearts or No Trumps, but not at Royals.
- 7 Spades—Willing to play at Royals or No Trumps, but not Hearts.

One Trick Bid System

DECLARATION—DEALER

Declare two spades with original good no trumper, royal or sound red make.

Declare one spade with a “busted” hand.

When holding neither good no trump, royal nor sound red make, but having a quick sure trick (Ace or both King and Queen) with fair outside support, bid one in that suit. If it be a spade Ace or a spade King and Queen declare one royal.

INSTRUCTIONS TO PARTNER ON "ONE
TRICK BID" IF SECOND HAND
HAS PASSED

Take the dealer out of two spades by calling the suit with one sure quick trick in it. If there is absolutely nothing in the hand then call three spades. If the sure trick is in spades bid one royal.

If you have nothing in the hand but six or seven inferior cards in diamonds or hearts and no sure winning cards in any suit; in other words, a

heart or a diamond "bust," then take the dealer out with a bid of two in the red suit.

Black Suits Stopped System

BLACK SUITS "NO TRUMP" CALL

Another method is that in which the dealer, if strong in the two black suits, bids "no trumps" regardless of the red suits. His partner takes him out with a call of "two" in a red suit if he be long and weak in that suit.

Two Suits Stopped

Another method is to bid one club originally if you have both black suits stopped, one diamond if you have both red suits stopped.

GENERAL CAUTIONS AND SUGGESTIONS

Don't "keep the flag flying" at too great a risk.

If you stop the opponents by overbidding your hand so that you are set much over 200, you run the chance of having no balance even with your 250 for the rubber. You are no nearer the rubber after this than before.

Don't make the other mistake of letting them play the hand on a low bid and make the rubber when your hand justifies forcing them up to the danger point.

Never waste a sure chance to set your opponents 200 or 300. Remember you have a chance for the rubber in addition.

On the other hand, never let a reasonable chance for the rubber game go by for the sake of setting opponents 50 or even 100.

It does not pay to secure the playing of any hand that will not give you game, unless it be to stop opponents going game.

Remember that aces and kings keep their value in all the shifting changes of bid.

Never get so occupied in studying your own bid as not to get all possible information from your opponent's bid.

Never be flustered by a double into

shifting from what may be a sure thing into something unknown.

It is better to err on side of conservatism in advancing partner's bid.

Don't risk over bidding your hand except on rubber game.

Don't double recklessly.

It is a little easier and safer to double a no trump than a suit call.

It is better to take your rubber on the rubber game unless double is worth 300, while on a single game you can double for a 200 gain.

The following information may be gleaned from the bids:

Original one spade denies strong suit.

Original one club shows strength in clubs and assistance to no trumps.

Original two spades, clubs or dia-

monds shows strong help for no trumps.

A call of no trumps after an adverse bid of two, shows absolute protection in the suit named.

Second hand passing one spade indicates no strong long suit.

When a player passes first and then bids red or royal it shows length, not strength.

A trick bid over a partner's no trump declaration shows worthless hand or safer chance to win at the score.

A bid of no trumps over partner's heart or royal shows weak in the suit named, but protected in the three others.

Refusal to support partner's bid usually indicates weakness. (Some-

times, however, that he is pleased with the opponent's declaration.)

A poor hand is always shown by player's refusal to bid no trumps on his partner's two spade or two club invitation.

A no trump call over partner's one spade shows strong and well protected hand.

When both adversaries are bidding and partner has passed, it is dangerous to continue.

When all four players are bidding or supporting it is an indication that the strength is divided.

RULES AND PENALTIES

A revoking side may not score "slam" or "little slam."

An error in the honor score may be corrected at any time before the score of the rubber has been settled, but an error in a trick score may only be corrected prior to the conclusion of the game in which it occurred, that conclusion being reached when a declaration has been made in the following game, or, if this be the final game, when the score has been made up and agreed upon.

The Ace of Hearts is low in the cut, followed by diamond, club and spade.

There must be a new deal if any card is faced; if the pack proves incorrect or imperfect; if the dealer deals two cards at once and then deals a third before correcting the error; if the pack is not cut and either adversary calls attention to this before the completion of the

deal and before either adversary has looked at any card.

Dealing out of turn must be corrected before the last card is played; otherwise the deal must stand.

If a player make a declaration, or pass out of turn, either adversary may demand a new deal or allow the declaration to stand.

If a player fail to declare a number of tricks sufficient to over bid the declaration he must make it the requisite number, provided either adversary call attention to the bid, but if either adversary passes, doubles or makes a higher declaration the offense is condoned.

An insufficient declaration corrected to the requisite number prevents the partner of the erroneous declarer from making any further declaration unless his adversaries go higher or double.

After a final declaration has been made a player may not give his partner any notion as to any previous declaration, but a player may inquire at any time what was the final declaration.

If a player double out of turn either adversary may demand a new deal.

The Dummy, until his cards are exposed, has all the rights of a player, but after may take no part whatever except to ask the declarer whether he have any of a suit which he may have refused; to call the declarer's attention to the fact that too many or too few cards have been played to a trick; to correct the claim of either adversary to a penalty; to call attention to the fact that a trick has been erroneously taken by the opponents; to participate in the discussion of any question of fact after it has arisen; to correct an erroneous score.

Should Dummy call attention to any other point in consequence through which a penalty might have been exacted, the declarer's privilege to exact the penalty is forfeited.

If Dummy by touching a card, or otherwise suggest the play, either adversary may call upon the declarer to play or not play the card.

Dummy is not liable for a revoke. If the error be not discovered until the trick is

turned and quitted, the trick must stand.

A card from the declarer's hand is not played until actually quitted, but if he only touch a card in dummy, such card is considered as played unless he says "I arrange."

If any player exposes a card from his own hand before the declaration is finally determined, the adversaries may demand a new deal. If the play be allowed to stand, however, the card is not an exposed card.

If any player lead before the final declaration, his partner may not make any further bid, and the declarer may call the lead from the adversary whose turn it is to lead.

If after the final declaration the third hand exposes a card the declarer may, instead of calling the card, require the leader not to lead that suit.

Any card mentioned by either adversary as being held by him or his partner becomes an exposed card.

A card dropped on the floor or so held that an adversary, but not the partner, sees it is not an exposed card.

If a declarer lead out of turn either from his own hand or dummy he incurs no penalty, but may not rectify the error after the second hand is played.

If a player be called on to lead a suit, holding none of it, the penalty is paid.

If any one except dummy play two or more cards to the same trick he is answerable for any subsequent revokes he may have made.

If the declarer revokes, his adversaries add 150 points in their honor column.

If either adversary revokes, the declarer has the choice of adding 150 points to his honor score or taking three tricks from his opponents. Such tricks may aid in making good his declaration, but not the score in bonus in the honor column in the case of a double or redouble.

When more than one revoke is made during the hand each revoke after the first counts 100 in the honor column.

The revoking side may not score except for honors in trumps or chicane.

Partners may not consult as to enforcement

of penalties. If they do consult the penalty is paid.

No trick must be looked at after turned and quitted. Any player before the cards are touched to gather them together may demand the placing of the cards.

If either of the adversaries before his partner has played calls attention to the trick, either by saying what it is, or without request by naming his card, the declarer may require partner to play his highest or lowest to win or lose the trick.

When the declarer or his partner has incurred a penalty the proper form is for one of the adversaries to say, "Partner, will you exact the penalty or shall I?" But whether this is said or not, if either adversary name the penalty, that decision is final.

If the wrong penalty be demanded none can be enforced.

Unless a pack be imperfect no player may call for one new pack. There must always be two, and new cards must be called for before the pack be cut for the new deal.

GLOSSARY

AVERAGE HAND—One containing equivalent of Ace, King, Queen, Jack, Ten.

BLOCK—To hold a card that prevents the continuance of the lead of that suit.

BUST OR BUSTED HAND—Having no taking cards.

CARD OF RE-ENTRY—A winning card which will regain the lead.

CALLED LEAD—Opponent demanding suit be led as penalty.

CHICANE—A hand to which no trump has been dealt.

CLEAR—To establish a suit.——

COMMAND—Holding the best card or cards of a suit.

CROSS RUFF—Partners trumping different suits.

DECLARATION—Naming the trump.

DISCARD—Not to follow suit or trump.

DOUBLETON—Two cards only of a suit.

DUCKING—Refusing to win a particular trick.

ECHO—Playing a higher card and then a lower one.

ELDEST HAND—The player at the Dealer's left.

ELEVEN RULE—Deducting spots on card led from 11 the remainder shows number out higher than card led, not in leader's hand.

ESTABLISH—To force out any high cards which obstruct the suit.

EXPOSED CARD—Any card which is shown, but not played.

EXPOSED HAND—The hand of the Dummy.

FALSE CARD—To play an unnecessarily high card with an intent to deceive.

FINESSE—An attempt to take with a card which is neither the best, nor in sequence with the best.

FLAG-FLYING—Over bidding a hand to prevent the opponents from playing it.

FORCE—To lead a card which will win the trick, or compel the opponent to play a trump.

FORCE DISCARDS—To lead a suit which compels one or more players to discard.

FOURCHETTE—The cards directly above and below another card.

FOURTH BEST—The fourth best card of a suit counting from the top.

GRAND SLAM—All the thirteen tricks won by one side.

HOLD UP—To refuse to play the best card of a suit.

INTERIOR CARD—Having a higher and a lower in the suit.

LEAD THROUGH STRENGTH—To lead a suit of which the player at your left holds high cards.

LEAD UP TO WEAKNESS—To lead a suit of which the fourth player has no high card.

LITTLE SLAM—Twelve of the thirteen tricks won by one side.

LONG SUIT—A suit of four or more cards.

ODD TRICK—The first trick over the book of six.

ORIGINAL MAKE—A declaration of make by the Dealer.

ORIGINAL LEAD—The card first led by the player at the left of the final maker.

PLAIN SUIT—Any one of the three suits not trumps.

PONE—The partner of the eldest hand.

PROTECTED SUIT—Any suit in which you can take a trick.

QUITTING—Removing fingers from trick after it has been turned down.

RE-DOUBLE—To double again after an adversary has doubled. It is sometimes spoken of as "going back."

RUBBER—The play of two out of three games.

RUFF—To trump a trick.

REVERSE DISCARD—To change the original meaning of the discard by an echo in the suit discarded.

REVOKE—To play a card of another suit when you hold a card of the suit led.

SECONDARY LEAD—The lead by the original leader, directly after he has won the first trick.

SEQUENCE—Three or more cards in consecutive order.

SHORT SUIT—A suit of three cards or fewer.

SINGLETON—The only card of a suit dealt to a hand.

STRONG HAND—Usually the maker of the trump.

TENACE—A combination of two or more cards of one suit from which an intermediate card is missing. The best and third best card of a suit is the major tenace, the second and fourth best the minor.

THIRD HAND—In making the Dealer's partner.

UNBLOCK—To rid a hand of any card which may interrupt the continuation of the partner's suit.

WEAK HAND—The partner of the player who makes the trump.

WEAK SUITS—Those in which you hold no tricks, or a very improbable trick.

YARBOROUGH—A hand of which all the cards are smaller than the ten.

TABLE OF PENALTIES

	Offense	Penalty
THE DEAL	Imperfect pack	New deal
	Faced card in pack	New deal
	Misdeal	New deal
	Card exposed during deal	New deal
	2 cards dealt at once and 3d card dealt without correcting	New deal
	Deal out of turn or with wrong pack: if attention called before last card of hand is dealt	New deal
	Cards not cut: if attention called before end of deal and before cards are looked at	New deal
THE BID	Declaration out of turn	New deal
	Double out of turn	New deal
	Pass out of turn	None
	Card exposed during bidding	Partner cannot bid that suit nor lead it; card may be called
	Insufficient declaration	Considered sufficient; partner cannot bid unless adversary double or go higher
	Impossible declaration	Made 7 tricks, and partner cannot bid; or, former declaration made final; or, new deal
	Playing with more than 13 cards	New deal
THE PLAY	Playing with less than 13 cards	Liable for revoke
	Not playing to trick	New deal
	Playing 2 cards to trick (except dummy)	Liable for revoke
	4th hand playing before 2nd	2nd hand may be compelled to play highest or lowest; or, win or lose trick





THE PLAY

Asking or giving information about <i>final</i> bid		None
Giving information about previous bidding after final bid		Called lead
Mentioning card in hand or partner's		Card may be called
3d hand exposing card after final declaration		Called lead; or, declarer may require leader <i>not</i> to lead that suit
Demanding wrong penalty		No penalty can be exacted
Declarer	Adversary	Dummy
*Revoke		150 points. No score for "slam" or "little slam"
Revoke		150 points; or, 3 tricks. No score for "slam" or "little slam" or bonus
	Revoke	None
Second revoke in same hand		100 points and 100 for each future revoke
Lead out of turn	Lead out of turn	None
Lead out of turn		Exposed card; or, called lead
Card exposed		None
Card exposed		May be called
Playing more than one card to a trick		All may be called
Calling attention to trick		Partner may be required to play highest or lowest or win or lose trick
	Suggesting a play	Play may be required or prohibited
	Calling attention to offense	No penalty can be exacted
Naming or touching a card in dummy		May have to play it

* Revoking side cannot score except honors or chicane



AUCTION BRIDGE—NEW COUNT

HONORS IN TWO HANDS	HONORS IN ONE HAND					ROYALS	NULLOS	No TRUMP
3	3	4	12	14	16	18		30
4		8	24	28	32	36		40
5		10	30	35	40	45		
	4	16	48	56	64	72		100
	4 Fifth in Partner's	18	54	63	72	81		
	5	20	60	70	80	90		
LITTLE SLAM....		20	20	20	20	20	20	20
GRAND SLAM....		40	40	40	40	40	40	40
CHICANE.....		4	12	14	16	18	0	
Each Trick over Six		2	6	7	8	9	10	10





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